

CLAIMS:

What is claimed is:

1. A method of conducting a wagering game, comprising:
receiving a wager to play the wagering game;
5 defining a plurality of movable objects that are ostensibly similar;
assigning different behavior types to the respective objects such that the
objects behave differently from each other, each behavior type
including a plurality of behaviors; and
for each object, displaying the plurality of behaviors associated with the
10 behavior type assigned to the given object.
2. The method of claim 1, wherein the movable objects are characters.
3. The method of claim 1, further including displaying the objects in a crowd.
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4. The method of claim 1, wherein the assigning step includes randomly
assigning the different behavior types to the respective objects.
5. The method of claim 1, wherein the plurality of behaviors include idle
20 behaviors.
6. The method of claim 5, wherein the idle behaviors include isolated actions of
the given object.
- 25 7. The method of claim 5, wherein the idle behaviors include interactions
between the given object and another one or more of the objects.
8. The method of claim 5, wherein the idle behaviors are independent of any
award associated with the wagering game.
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9. The method of claim 1, further including
defining a plurality of possible destinations;

defining a plurality of possible movement patterns;
 assigning one of the movement patterns to a respective object; and
 displaying the object going to a selected one of the destinations in accordance
 with the assigned movement pattern.

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10. The method of claim 9, further including selecting the one of the destinations
 prior to the step of displaying the object going to a selected one of the destinations.

11. The method of claim 10, wherein the selecting step includes randomly
 10 selecting the one of the destinations from the plurality of possible destinations.

12. The method of claim 9, wherein the step of assigning one of the movement
 patterns to a respective object depends upon the selected destination.

15 13. The method of claim 12, wherein the selected destination is associated with
 one or more of the possible movement patterns.

14. The method of claim 9, further including, for a given one of the objects,
 assigning probabilities to the respective possible movement patterns, and wherein the
 20 step of assigning one of the movement patterns to a respective object includes
 assigning the one of the movement patterns to the given object based on the assigned
 probabilities.

15. The method of claim 14, wherein the assigned probabilities for the given
 25 object is determined by the selected destination.

16. A method of conducting a wagering game, comprising:
 receiving a wager to play the wagering game;
 defining a plurality of movable objects;
 30 defining a plurality of possible behaviors;
 for a given one of the objects, assigning probabilities to the respective possible
 behaviors and selecting one of the possible behaviors based on the
 assigned probabilities; and

displaying the selected behavior for the given object.

17. The method of claim 16, wherein the possible behaviors include different movement patterns for moving an object to a selected destination.

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18. The method of claim 16, wherein the assigned probabilities for the given object is determined by the selected destination.

19. The method of claim 16, wherein the movable objects are characters.

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20. The method of claim 16, further including displaying the objects dispersing from a crowd.

21. The method of claim 16, further including
 15 defining a plurality of possible destinations; and
 selecting one of the possible destinations, the assigned probabilities for the
 given object being determined by the selected destination;
 wherein the possible behaviors for the given object include different
 movement patterns for moving the given object to the selected
 20 destination;
 wherein the displaying step includes displaying the given object going to the
 selected destination in accordance with the selected movement pattern.

22. The method of claim 21, wherein the step of selecting one of the possible
 25 destinations includes randomly selecting the one of the destinations from the plurality
 of possible destinations.

23. A method of conducting a wagering game, comprising:
 receiving a wager to play the wagering game;
 30 defining a plurality of movable objects;
 defining a plurality of possible destinations;
 defining a plurality of possible different movement patterns for moving the
 objects to the destinations;

for a given one of the objects, assigning probabilities to the respective possible movement patterns and selecting one of the possible movement patterns based on the assigned probabilities; and displaying the object going to a selected one of the destinations in accordance with the assigned movement pattern.

24. The method of claim 23, further including selecting the one of the destinations, the assigned probabilities for the given object being determined by the selected destination.

25. The method of claim 24, wherein the step of selecting the one of the destinations includes randomly selecting the one of the destinations from the plurality of possible destinations.

26. A gaming apparatus for conducting a wagering game, comprising:
a value input device for receiving a wager to play the wagering game;
a processor operative to
define a plurality of movable objects that are ostensibly similar; and
assign different behavior types to the respective objects such that the
objects behave differently from each other, each behavior type
including a plurality of behaviors; and
a display for displaying, for each object, the plurality of behaviors associated with the behavior type assigned to the given object.

27. The apparatus of claim 26, wherein the movable objects are characters.

28. The apparatus of claim 26, wherein the objects are displayed in a crowd.

29. The apparatus of claim 26, wherein the processor is operative to randomly assign the different behavior types to the respective objects.

30. The apparatus of claim 26, wherein the plurality of behaviors include idle behaviors.

31. The apparatus of claim 30, wherein the idle behaviors include isolated actions of the given object.
- 5 32. The apparatus of claim 30, wherein the idle behaviors include interactions between the given object and another one or more of the objects.
33. The apparatus of claim 30, wherein the idle behaviors are independent of any award associated with the wagering game.
- 10 34. The apparatus of claim 26, wherein the processor is operative to
define a plurality of possible destinations;
define a plurality of possible movement patterns; and
assign one of the movement patterns to a respective object; and
15 wherein the object is displayed going to a selected one of the destinations in
accordance with the assigned movement pattern.
35. The apparatus of claim 34, wherein the processor is operative to select the one of the destinations.
- 20 36. The apparatus of claim 35, wherein the processor is operative to randomly select the one of the destinations from the plurality of possible destinations.
37. The apparatus of claim 34, wherein the processor is operative to assign one of
25 the movement patterns to a respective object depending upon the selected destination.
38. The apparatus of claim 37, wherein the selected destination is associated with one or more of the possible movement patterns.
- 30 39. The apparatus of claim 34, wherein for a given one of the objects, the processor is operative to assign probabilities to the respective possible movement patterns, and assign the one of the movement patterns to the given object based on the assigned probabilities.

40. The apparatus of claim 39, wherein the assigned probabilities for the given object is determined by the selected destination.

- 5 41. A gaming apparatus for conducting a wagering game, comprising:
a value input device for receiving a wager to play the wagering game;
a processor operative to
define a plurality of movable objects;
define a plurality of possible behaviors; and
10 for a given one of the objects, assign probabilities to the respective
possible behaviors and select one of the possible behaviors
based on the assigned probabilities; and
a display for displaying the selected behavior for the given object.
- 15 42. The apparatus of claim 41, wherein the possible behaviors include different
movement patterns for moving an object to a selected destination.
43. The apparatus of claim 41, wherein the assigned probabilities for the given
object is determined by the selected destination.
- 20 44. The apparatus of claim 41, wherein the movable objects are characters.
45. The apparatus of claim 41, wherein the objects are displayed dispersing from a
crowd.
- 25 46. The apparatus of claim 41, wherein the processor is operative to
define a plurality of possible destinations; and
select one of the possible destinations, the assigned probabilities for the given
object being determined by the selected destination;
30 wherein the possible behaviors for the given object include different
movement patterns for moving the given object to the selected
destination;

wherein the display displays the given object going to the selected destination
in accordance with the selected movement pattern.

47. The apparatus of claim 46, wherein the processor is operative to randomly
5 select the one of the destinations from the plurality of possible destinations.
48. A gaming apparatus for conducting a wagering game, comprising:
a value input device for receiving a wager to play the wagering game;
a processor operative to
10 define a plurality of movable objects;
 define a plurality of possible destinations;
 define a plurality of possible different movement patterns for moving
 the objects to the destinations; and
 for a given one of the objects, assign probabilities to the respective
15 possible movement patterns and select one of the possible
 movement patterns based on the assigned probabilities; and
a display for displaying the object going to a selected one of the destinations in
accordance with the assigned movement pattern.
- 20 49. The apparatus of claim 48, wherein the processor is operative to select the one
of the destinations, the assigned probabilities for the given object being determined by
the selected destination.
50. The apparatus of claim 49, wherein the processor is operative to randomly
25 select the one of the destinations from the plurality of possible destinations.